



Westside Baseball of Oak Lawn

House Rules

2019

TABLE OF CONTENTS

1. Legal Players & Draft Rules
2. Equipment & Uniforms
3. Playing Rules – T-Ball
4. Playing Rules – Pinto
5. Playing Rules – Mustang
6. Playing Rules - Bronco
7. Playing Rules – Pony
8. Pitching Rules
9. Length of Games
10. Schedule
11. Other Game & House Rules
12. Crossover Player Rules
13. Playoff Rules
14. League Registration

1- LEGAL PLAYERS & DRAFT RULES

- A. Westside of Oak Lawn uses the AND UNDER program for playing ages. This means a player can move up one age group. (Example) A Bronco age player 11 or 12 years old will only be allowed to move up to the Pony age.
- B. Players playing up must abide by the pitching rules of that age group.
- C. Legal age of players shall be:
 - a. **Pinto:** Players of league age 7 & 8. Player must not turn 9 until after August 31st of that year.
 - b. **Mustang:** Players of league age 9 & 10. Player must not turn 11 until after August 31st of that year.
 - c. **Bronco:** Players of league age 11 & 12. Player must not turn 13 until after August 31st of that year.
 - d. **Pony:** Players of league age 13 & 14. Player must not turn 15 until after August 31st of that year.
- D. Dates of birth of players shall be certified by birth certificates, hospital certificates, baptismal certificates, driver's licenses, passports or equivalent religious or legal documents which shall be presented to the Westside Board of Directors prior to the first regular scheduled game.
- E. Boundaries – There are no identified boundaries.
- F. Selection of Players (Draft)
 - a. **T-Ball**
 - i. All Requests are granted for either a coach or player Preference.
 - ii. Start off with 8 player teams.
 - iii. Late sign-ups will be place on the team with the least amount of players, unless there is a special request made by that player. If there are more than 8 sign-ups another team can be created.
 - iv. The league will attempt to limit the maximum amount of players to a team to 12 players.

- v. Managers can pick any team that is available for that season. Manager who drafts last will get the first selection of team name.

b. Pinto – Bronco

- i. The draft will be held in early March and will be a snake draft method. The draft will include all fully paid registered players. If a player has not paid their registration fee, they will not be eligible for the draft and will be added to the waiting list.
- ii. Managers must be present at the draft.
- iii. The draft rules for Pinto thru Bronco are created to even out the competition. In each league, all the players will be placed in pools that will be created as a rough draft by the League Director and coaches prior to the draft. On draft day all coaches have a chance to suggest a change of the players within each of the pools. Once all Managers agree to the League's Pool Board the draft will begin. All Players from the pool must be picked before any manager can advance to the next pool. The manager's child will be selected to his team in order of the pool the child is in. Siblings must be on the same team and will be selected in the appropriate pool. Cousins do not follow this rule.
- iv. There will be **NO** coach or player requests.
- v. Player trades can be made for a player in the same pool. Trades must take place on Draft Day with the consent of both Managers and the League Director.

2- EQUIPMENT & UNIFORMS

- A. Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and not more than two & five eighths inches in diameter at the thickest part, not more than 42 inches in length are acceptable. No bat shall be used if dented, cracked, modified or misshaped.
 - a. Bats manufactured specifically for use in tee ball play, shall not be used when the ball is pitched by a player, coach or pitching machine. Coach-pitch bats will only be used in coach-pitch using a safety ball (tee ball only).
 - b. 2-1/4 BARREL bats are legal in all divisions of Baseball. They must be a stamped USA Baseball Bat.
 - c. 2-5/8 BARREL bats are legal in all divisions of Baseball. They must be a stamped USA Baseball Bat.
 - d. 2-3/4 BARREL bats are NOT LEGAL.
- B. Metal cleated baseball shoes are only permitted in Pony level. All other levels must use rubber soled or rubber cleated shoes while playing. Players will not be allowed to play without wearing the proper baseball shoes for that level.
- C. The batter, players in the on-deck batting area, baserunners and players coaching in the baseline coaching boxes shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull.
 - a. Use of face masks, are required in T-Ball & Pinto level.
 - b. No decal other than the player's name, number, team name or logo shall be added to the protective headgear. Any headgear in violation of this rule shall be removed from play.
- D. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards, athletic supporter with cup and approved headgear

- which gives protection to the top of the head and both ears when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask & chest protector, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
- E. T-Ball-Pony: Conventional baseball uniforms required in organization league AND TOURNAMENT PLAY include a shirt, pants, cap, and baseball socks as used by teams in the Major Leagues, and shall be worn by all players.
 - F. Any exceptions to the uniform rule shall have the approval of the Board of Westside Baseball.
 - G. No jewelry shall be worn by any player, except for medical identification. Jewelry is defined as “any ornaments for personal adornment, including but not limited to, necklaces, earrings, bracelets, including those made of base metals, glass, plastic, rubber, cloth, leather or the like.” The only exception to this rule is rope band or titanium baseball necklaces
 - H. Cell phones, pagers, or any other types of communication devices cannot be used on the field of play. The field of play includes bullpens, dugouts, coaches’ boxes and other such areas where coaches, players, and umpires have access. One (1) laptop or tablet type device (iPad) may be used for scorekeeping purposes.
 - I. Westside Baseball recommends that players wear heart protectors and sliding pants.
 - J. Managers & Coaches will wear either Westside Warriors or Team Apparel during games.

3-PLAYING RULES INSTRUCTIONAL LEAGUE (T-BALL)

- A. At the start of the season, the Manager shall set a batting order (#1 to #12) to be used throughout the season. The Manager MUST keep track of the batting order to determine which player batted last in the previous game. The Manager should then continue the order by having the next batter due up lead off the next game. This rule allows all players to have an equal number of at bats and an equal opportunity to run around the bases and score.
- B. The time limit for Instructional League games is one and one half hours (1 ½). No Exceptions.
- C. At the start of the season, while using the tee, the team shall only bat half of their line-up during each inning..
- D. Along with the Manager up to six (6) coaches are allowed on an Instructional Team. Each coach as designated by the Manager will receive the full coaching points (60) points. The coaches should be in the outfield grass behind their players or in foul territory to guide the players.
- E. Batters are allowed to take as many bases as they can safely, if the batted ball reaches the outfield. Only one (1) base is allowed on an overthrow. After the one (1) base, the play is then “dead”.
- F. Coaches should remember to remove the tee from home plate when runners are trying to score.
- G. Missed swings at the ball on the tee are considered strikes. No batter should be given more than six (6) swings at the tee. After six (6) swings, the batter should be called out. Hitting the tee and not the ball is considered a strike.
- H. Starting at the half-way point of the season, the tee will be removed and the Manager/Coach will pitch. The hitter will be given three (3) swings at the pitching. If unsuccessful in

- the three (3) attempts, the batter will then be given one (1) swing at the ball on the tee.
- I. The team will then be allowed to bat all of their players in an inning. An inning ends when the defense record three (3) outs or each offensive player has batted once. The game shall be completed after five (5) innings or when the 1 ½ hour time limit has been reached.
 - J. Manager and Coaches from both teams shall be responsible for ensuring that the field is maintained in a safe, playable condition. This will include water removal, raking, dragging and any other tasks, which may, from time to time, be necessary.
 - K. The Home Team shall be responsible for supplying the Umpire and for installing and removing the bases. The Umpire is voluntary and will not receive any points.
 - L. The ball is dead when the pitcher has it in his possession. Runners may not advance.
 - M. Leadoffs will not be allowed. Runners must not leave the base until the ball is hit. The ball must go four (4) feet beyond the front of home plated to be considered a “fair” ball.
 - N. No practice swings in the batter’s box.
 - O. All Players shall take the field and play defense. A defensive team consists of five (5) infield positions, one catcher, and the remainder of the team in the Outfield. At the start of each new defensive inning, the Manager must rotate his infielders and outfielders. A player should play at least two (2) innings but no more than three (3) innings in the infield. A player should never play the same infield position twice in the same game.

4 - PLAYING RULES – PINTO

- A. The official playing rules, with the exceptions and variations contained in this book, shall be “Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball.
- B. **Continuous batting order** will be in effect which means the entire roster of players shall bat in the batting order. The only exception will be Pony when they are playing under other area league rules.
- C. Players will not bat more than once per inning. Inning will end once the team bats around once or there are three outs, whichever comes first.
- D. Batters are **NOT ALLOWED** to bunt.
- E. **Drop Third Strike** will **NOT** be in effect.
- F. Base runners will be allowed to **steal second base only**. The pitch must cross the plate before the player can leave contact with the base. The player will receive a warning the first time he/she leaves the base early and will be called out on the second offense. The player will **NOT** be allowed to advance to third on an overthrow to second while stealing.
- G. **NO** Lead-offs. Players leaving any base before the ball crosses home plate will be given one (1) team warning with the player being sent back to the original base. A second team offense, the player will be called out. **NO EXCEPTIONS.**
- H. **Overthrows**-When a play is attempted at a base and the ball is considered overthrown by the umpire, each runner can only advance to the next base.
 - a. Coaches should hold runner(s) when an overthrow occurs and the runner(s) has already reached the extra base.
 - b. Only one overthrow can occur, but the play will not be dead until the runner(s) reaches the next base.

- c. The defense can make a play on a runner after an overthrow, however, another overthrow does not allow for an advancement to the next base, and it is a dead ball.
- I. There is no infield fly rule.
 - J. When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the mound.
 - a. Appeal plays can be made, following the play that is to be appealed, at any time before the pitcher makes a pitching motion.
 - b. An appeal is to be made by the manager/coach to the umpire before the next pitch.
 - K. Pinto division will have no walks.
 - a. In the Pinto division after 4 balls, the coach will come in and pitch until the batter makes an out or hits the ball safely.
 - b. Batters hit by a ball pitched by another player (not coach) will still be awarded first base.
 - L. Coach Pitch Rules
 - a. The coach must deliver a pitch that is considered a "Pinto Level" pitch. There should be some speed to the pitch, and it should not be lobbed.
 - b. The player pitcher will still field his/her position when the coach is pitching.
 - c. The player should maintain contact with the rubber with at least one foot while the ball is being pitched.

5 – PLAYING RULES MUSTANG

- A. The official playing rules, with the exceptions and variations contained in this book, shall be “Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball.
- B. Continuous batting order will be in effect which means the entire roster of players shall bat in the batting order. The only exception will be Pony when they are playing under other area league rules.
- C. Batters are **ALLOWED** to bunt.
- D. Drop Third Strike will **NOT** be in effect.
- E. Base runners will be allowed to steal second & third base only. The pitch must cross the plate before the player can leave contact with the base. The player will receive a warning the first time he/she leaves the base early and will be called out on the second offense.
- F. Stealing home is not allowed.
 - a. Runners may not advance to home on a passed ball or wild pitch.
 - b. If a play is made on the runner at third (meaning the ball is thrown to third in an attempt to pickoff the runner or throw the runner out stealing), the runner can advance home when played upon.
 - c. Baserunners on third will **NOT** be allowed to advance on an overthrow from the catcher to the pitcher.
- G. **NO** Lead-offs. Players leaving any base before the ball crosses home plate will be given one (1) team warning with the player being sent back to the original base. A second team offense, the player will be called out. **NO EXCEPTIONS.**
- H. Infield Fly Rule is in effect.
- I. **NO** Balks.

6 – PLAYING RULES BRONCO

- A. The official playing rules, with the exceptions and variations contained in this book, shall be “Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball.
- B. Continuous batting order will be in effect which means the entire roster of players shall bat in the batting order. The only exception will be Pony when they are playing under other area league rules.
- C. Batters are **ALLOWED** to bunt.
- D. Drop Third Strike will be in effect.
- E. Players are allowed to lead off and steal from all bases.
- F. Infield Fly Rule is in effect.
- G. Balks – Starting at the beginning of the season, each pitcher will receive 1 balk warning per game. A base will be awarded on a pitcher’s 2nd balk of the game.

7 – PLAYING RULES PONY

- A. The official playing rules, with the exceptions and variations contained in this book, shall be “Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball.
- B. Special Inter-League Rule: If a runner on third passes the half way mark when leading off from third base, the batter must either bunt or take the pitch, or the batter will be out, the play will be dead and the runner will return to third base. (This rule was established to protect the runner from injury.)
- C. Other Special Inter-League Rules will be adopted and followed particular to that League.

8 – PITCHING/CATCHING RULES

- A. Any team member may pitch, subject to the restrictions of the pitching rules.
- B. Pinto:
- a. Pitchers are not allowed to pitch in more than 2 innings in a calendar day.
 - b. Pitchers may not exceed 60 pitches in a game. They are allowed to go over the 60 pitch count only to complete the current batter.
 - c. Pitchers can only pitch a total of 6 innings in a baseball week. (Baseball week is defined as Monday – Sunday).
 - d. The combined pitching/catching innings cannot exceed 4 innings.
 - e. Exceptions to the pitching rules may be made by the executive board due to scheduling issues in a given week.
- C. Mustang:
- a. Pitchers are not allowed to pitch in more than 3 innings in a calendar day.
 - b. Pitchers may not exceed 60 pitches in a game. They are allowed to go over the 60 pitch count only to complete the current batter.
 - c. Pitchers can only pitch a total of 7 innings in a baseball week. (Baseball week is defined as Monday – Sunday).
 - d. Pitchers are required one calendar day of rest if they pitch three innings the previous day.
 - e. The combined pitching/catching innings cannot exceed 4 innings.
 - f. Exceptions to the pitching rules may be made by the executive board due to scheduling issues in a given week.

D. Bronco:

- a. Pitchers are not allowed to pitch in more than 5 innings in a calendar day.
- b. Pitchers may not exceed 75 pitches in a game. They are allowed to go over the 75 pitch count only to complete the current batter.
- c. Pitchers can only pitch a total of 10 innings in a baseball week. (Baseball week is defined as Monday – Sunday).
- d. Pitchers are required one calendar day of rest if they pitch 4 innings the previous day.
- e. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day.
- f. The combined pitching/catching innings cannot exceed 5 innings.
- g. Exceptions to the pitching rules may be made by the executive board due to scheduling issues in a given week

E. Pony:

- a. Pitchers are not allowed to pitch in more than 7 innings in a calendar day.
- b. Pitchers may not exceed 85 pitches in a game. They are allowed to go over the 85 pitch count only to complete the current batter.
- c. Pitchers can only pitch a total of 10 innings in a baseball week. (Baseball week is defined as Monday – Sunday).
- d. Pitchers are required one calendar day of rest if they pitch 4 innings the previous day.
- e. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of

- innings in those games provided they do not exceed the above maximum number of innings in a calendar day
- f. Exceptions to the pitching rules may be made by the executive board due to scheduling issues in a given week.
 - g. If the Pony team is playing in a interleague league, then they will follow the pitching rules for that league.
- F. Once the umpire signals “play” to the pitcher, that pitcher shall become the pitcher of record and their innings begin at that point.
 - G. Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
 - H. If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least ten warmup pitches.
 - I. The pitcher may bring their pitching hand in contact with their mouth or lips while in the pitching circle as long as they wipe off their hand or fingers prior to making contact with the pitching rubber. Penalty for violation of this rule is that the umpire will immediately call a ball.
 - J. Pitchers who hit two batters in one inning or 3 total in a game shall be removed from the mound
 - K. Manager who violates the pitching rules will be required to forfeit the game in question and could be given a one game suspension. The pitcher that violated the rules will be allowed to play the next game, but is ineligible to pitch.
 - L. Innings pitched during a game that is cancelled before completing will count towards that week.

9 – LENGTH OF GAMES

Regulation games shall be:

- A. PINTO** – Once play has begun, the game shall be played to regulation length (five innings) or four and a fraction if the home team is leading unless called because of the 10-run rule, or forfeited by the decision committee.
- B. Mustang** – Once play has begun, the game shall be played to regulation length (six innings) or five and a fraction if the home team is leading unless called because of the 10-run rule, or forfeited by the decision committee.
- C. Bronco** – Once play has begun, the game shall be played to regulation length (seven innings) or 6 and a fraction if the home team is leading unless call because of the 10-run rule, or forfeited by the decision committee.
- D. Pony** - Once play has begun, the game shall be played to regulation length (seven innings) or 6 and a fraction if the home team is leading unless call because of the 10-run rule, or forfeited by the decision committee.
- E.** If a game is called for any reason before it is a complete game, as described in Sections A, B, C, and D, or when the score is tied, the game will be consider final based on the following:
 - a. **PINTO & MUSTANG** – The game will be considered final if the minimum 3 ½ innings are completed. If the games fails to reach the minimum 3 ½ innings, the game will be cancelled and rescheduled at a later date. The rescheduled game will start from scratch.
 - b. **BRONCO & PONY** - The game will be considered final if the minimum 4 ½ innings are completed. If the games fails to reach the minimum 4 ½ innings, the game will be cancelled and rescheduled at a later date. The rescheduled game will start from scratch.
- F.** 10 run rule.

- a. PINTO and MUSTANG: If the visiting team is leading by at least 10 runs at the end of 4 or more complete innings, the game shall be declared completed and the visiting team shall be declared the winner. If the home team is leading by at least 10 runs after the visiting team has complete batting in the 4th inning or later, the game shall be declared complete and the home team shall be declared the winner.
- b. BRONCO and PONY: If the visiting team is leading by at least 10 runs at the end of 5 or more complete innings, the game shall be declared completed and the visiting team shall be declared the winner. If the home team is leading by at least 10 runs after the visiting team has complete batting in the 5th inning or later, the game shall be declared complete and the home team shall be declared the winner.

G. Start of Inning

- a. PINTO and Mustang – No inning shall be started once the game time has reached the two hour limit.
- b. BRONCO – No inning shall be started once the game time has reached the two hour limit with a hard cut off at 2 hours and 15 minutes. If the visiting team goes up in the top of the inning and the home team doesn't complete its at bat in the bottom of the inning, the score will revert to the last completed inning.

H. BRONCO Lights – The lights on the Bronco field must be turned off by 11:00pm.

10 – SCHEDULE

A. Scheduling and rescheduling of all Westside of Oak Lawn games shall be the responsibility of the League Scheduler.

- B. The board official shall be the sole judge of playing conditions on all fields prior to the start of each game. Once the game begins, the assigned Umpire for that field is the sole judge as to whether the playing conditions continue to be satisfactory unless an unbiased board member determines that the fields are unsatisfactory. Any manager who refuses to place his team on the field or remove his team from the field for any reason while the game is still in progress shall automatically forfeit.
- C. Games which are rained out or postponed shall be played at the next available game time. Games will be scheduled by the League Scheduler. All teams must be prepared to play when notified by the League.

11 – Other Game & House Rules

- A. No practice or regular game will be played with an ineligible player. Eligible players are members of W.B.O.L.
- B. If any team cannot field at least eight (8) players fifteen (15) minutes after scheduled game time, the team shall forfeit that game. If both teams cannot field a team of at least eight (8), both teams will forfeit and record that game as a loss. There will be **NO Exception**.
- C. Runners must try to avoid contact with the defensive players and may be called out at the umpire's discretion.
- D. Runners occupying any base and coaches are not allowed to yell, clap or use any other means for the sole purpose of distracting the pitcher.
- E. The Manager or base coach is allowed to call one offensive time-out per inning for the purpose of talking to the batter.
- F. Batters must be ready to bat and keep at least one foot in the box at all times.

- G. Base runners that are hit with a batted ball that is beyond the fielder will not be called out.
- H. The Catcher speed up rule is optional for the team at bat, but only when there are two outs. The replacement runner will be the player that made the last out. The player being replaced must complete the next inning at catcher.
- I. If any player quits or is dismissed from a team, the Manager shall notify the League Director or executive board as soon as possible.
- J. Each Manager shall furnish the other team with their batting order before the start of the game.
- K. Beginning in the 2018 season, game scores are now reported through the GameChanger app. The home team is responsible for keeping score for the game. We do recommend, however, that the visiting team follows along via the GameChanger app. Please bring up any scoring discrepancies immediately and resolve before continuing scoring the game. When the game is over, coaches should make sure the score is correct before finalizing the game.
- L. There shall be no more than one Manager, two coaches and a scorekeeper allowed in the dugout in Pinto, Mustang, Bronco and Pony. Points can be earned for being the designated GameChanger scorekeeper.
- M. A Manager or Coach is allowed one mound visit per pitcher per inning. The second mound visit necessitates a pitching change.
- N. The Manager is responsible for all of his coaches and players. Manager, coaches, players and parent are not allowed to challenge judgment calls (i.e balls/strikes or safe/out.) If a violation occurs, the Umpire will issue a formal warning to the individual(s). If it occurs again, the individual(s) will be ejected from the game.
- O. Unruly spectators shall be the responsibility of the Manager. (If not controlled, the game can be forfeited.)

- P. Each Manager is responsible to see that his dugout and spectator area is cleaned after the game.
- Q. The Managers and Coaches from both teams shall be responsible for ensuring that the field is maintained in a safe playable condition both before and after their game. This will include water removal, raking, dragging and any tasks, which may from time to time, be necessary. On Game Day, non-help by either team in getting the field ready can result in a game suspension of the Manager and forfeit of the game. In the event of a mid-day rain, a team representative shall be at the field at least 45 minutes before the game time to prepare the fields for safe play.
- R. Anyone ejected from a game will be required to vacate the Westside Complex area. The ejected party must cross New England Ave., 93rd Street or Oak Park Ave. in order to be in compliance with this rule. If the ejected player, coach, parent, or fan does not leave the Complex Area, police will be called. The ejected person and the umpire for that game will have to appear before the unbiased executive board so they can determine what further actions, if any, should be taken. When the player is ejected from the game, his team will record an out each time his spot comes up in the batting order.
- S. Ejected Players: Pinto to Pony players will be given a pre-season warning by their managers that they can be ejected for unsportsmanlike behavior without a warning from the umpire or their manager. Umpires are not required to, but may, at their own discretion, provide a pre-game warning to each bench. All ejections are at the umpire's discretion. After each game, the umpire and each manager is required to record the person ejected on their game reports. The team with an ejected player will record an out for that player in their batting order each time the ejected player comes up to bat.
- T. Sick and hurt players who can no longer participate in the game will not take an out in batting order. Mustang to Pony

Players who are sick or hurt can't play the field unless they also bat and they can't bat unless they play the field. If, after sitting out for part of the game, the injured or sick player decides he feels up to playing again, he will be allowed back into the game. They must play Defense and bat in their spot in the order. Pinto players who are sick because of nerves will be allowed to play defense and skip their spot in the order one time. The manager and coaches should encourage the player to bat when their turn comes up

- U. Rules can only be changed, as outlined by our Bylaws, by a 75% Super Majority vote of the board members present at a "regular" or "Special" board meeting.
- V. Any eligible player who arrives at the designated playing field at least ten (10) minutes prior to the scheduled starting time of the game shall play at least three (3) innings in the field in Pinto and Mustang and at least four (4) innings in Bronco. . In addition, any eligible player who arrives at the designated playing field at least ten (10) minutes prior to the scheduled starting time of the game cannot sit more than two (2) consecutive innings including extra innings. Failure to comply with this playing rule will subject the manager to suspension. NOTE: Players arriving after the scheduled time at bat may not enter the game if the manager does not have him in the starting lineup unless the opposing manager agrees to allow the kid to enter the game..Pony will follow SWIS League House Rules.
- W. Any player having two (2) consecutive unexcused absences from practice may, at the option of his Manager, be considered ineligible for the next game (that player does not have to play). The League Director shall be notified and will make the final decision upon receiving the Manager's request before the start of the game.
- X. Any Player having two (2) consecutive unexcused absences from regularly scheduled games may, at the option of the

Board of Directors, be dismissed from the team at the Manager's request.

Any Player who does not complete the season due to disciplinary action with their team shall be disqualified from any further competition for that year.

12 - Crossover Player Rules

- A. The purpose of this rule is to allow a team to play with a full complement of nine players on the field. We only want to see a fair and well-played game. To accomplish that goal, a player can be called from another team in the lower division to reach the full complement of players. This player is called the "Crossover Player" in this section.
- B. The Crossover Player will be allowed for use to play regular season games in the Pinto, Mustang, Bronco, and Pony leagues. Crossover Players can be used for playoffs with executive board approval.
- C. The Managers will be provided a list of eligible players to use for crossover players. This list will provide names and contact information. This list will be provided in the manager's packet at the beginning of the season.
- D. Teams will be allowed to add up to three crossover players bringing their total players for that game to 9 maximum.
- E. The Crossover Player will not be allowed to pitch, be the catcher or play the infield. He/she will only be allowed to play the outfield. The Crossover Player will bat in the last position in the lineup.
- F. If a manager uses a Crossover Player for a game and his regular player arrives for that same game, the Manager must treat the Crossover Player as part of his regular team for that game. He/She must play the required amount of innings and is entitled to any post-game team treats.

- G. A Crossover Player must be in his or her full regular season uniform. He or She is required to follow all equipment and uniform rules.
- H. If the Crossover Player arrives after the game has started, he/she will be allowed to enter the game at the next half inning regardless of what inning the game is in. This may be due to the fact that the player was called at the last minute to be a fill-in.

13 – Playoffs

- A. All teams will qualify for the single elimination World Series at the end of the regular season. The Westside Board will determine the playoff bracketing and schedule for the League.
- B. Pitching rules, as outlined in the Pitching Rules Section shall be followed. Any Manager who pitches a pitcher in violation of the Pitching Rules shall forfeit that game.
- C. No Time Limits for Games.
- D. All games will be completed once started. If there is a suspension of the play, the game will be continued from where it left off at a later date. Only players that played in the suspended game will be allowed to play in the continuation game. If a player that was in the line-up of the suspended game and does not play in the continuation, the manager has the ability to sub that player with a player that was not in the original game or will have to take an out each time that roster spot comes up in the batting order.

14 – LEAGUE REGISTRATION

- A. League Registration will be run by the Westside Board of Directors.
- B. Registration Fees will be determined by the Westside Board of Directors. It is encourage that next season fees are

determined prior to printing off flyers and send our advertisements.

C. All discounts will be determined by the Westside Board of Directors. Please see 14-B.